

ABSTRACT

[0043] A video streaming network having a server and a client and the client includes a buffer that can be dynamically changed in response to changing communication channel conditions. The client initially allocates a portion of its system memory to be a video buffer based on a test procedure. During transmission of a video work from the server to the client, the server sends a plurality of video packets to fill the client's buffer. The client then retrieves the video data from its buffer and plays the video content on the display. The server, at appropriate times in a coordinated fashion, sends more video packets to top off the video buffer so that the buffer does not run dry. If the amount of data to be played fails to comport with a given set of criteria indicative of communication problems, the client increases the size of its buffer. The size of the buffer also can be dynamically reduced.